

Chloe Do

3D ANIMATOR / COMPOSITING / XSI GENERALIST
Available Now

CONTACT

www.chloeddo.com
email@chloeddo.com
(310) 625-7686

20336 Howard Court
Woodland Hills, 91364
CA

References available on request

PERSONALITY SKILLS

Team or self motivated work
Ability to learn quickly
Good organizational skills
Enjoy constructive criticism

SOFTWARE

- 3D
Softimage XSI
Maya
Fusion
Photoshop
Illustrator
PFTrack
Basics of ZBrush

- *Graphic design*
Indesign
QuarkXpress
Golive
HTML
Acrobat

- *Misc.*
Word
Excel
Powerpoint

LANGUAGES

English
French

EDUCATION

Animation Mentor (character animation) (online school, part time)
www.animationmentor.com

Jan. 2009 *Regular Program*
Mentor : Chad Sellers
Sept to Dec. 2008 *Maya workshop*

3d animation and visual effects for movie and television

Graduated with distinction from NAD Centre (Montreal, Canada)
www.nadcentre.com

Softimage XSI, character animation, "Acting for Animation" with Ed Hooks,
Integration and compositing, Textures, Particles and simulations,
Matte Painting, Maya and Realflow overview
2007-2008

Class : ASP, creating dynamic website
Cegep de Ste-Foy (Quebec, Canada)
2002

Movie production with multimedia specialization

Graduated from ESRA (Paris, France) www.esra.edu/ (french)
1999 (multimedia/web update)
1994-1997

Baccalaureat in Fine Arts (equ. High School)

Institut St-Geneviève (Paris, France)
1991-1994

WORK EXPERIENCE

Warner Bros Animation (Burbank, CA)

Oct. – Nov. 2008 (contract based)
Jr. TD/XSI generalist on the PEPFAR project
XSI Support for the Animation team

Graphic Designer (Quebec, Canada)

(Advertising Agencie (4 years) and non profit business (3 years))

January 2000 – December 2006

graphic design and adaptation web/print

Multimedia integration

General technical support [Mac/PC]

Planned and executed migration from quarkxpress to indesign.

Project coordination

Teacher [Graphic Design, Flash, creating and updating a website]

Chloe Do

3D ANIMATOR / COMPOSITING / XSI GENERALIST
Available Now

CONTACT

www.chloedo.com
email@chloedo.com
(310) 625-7686

20336 Howard Court
Woodland Hills, 91364
CA

TEACHERS & MENTORS

Animation Mentor

Class 1 [Basic foundation]

Chad Sellers, animator

Sony Pictures Imageworks (2009)

<http://www.chadsellers.com/>

Centre NAD

XSI

Nicolas Poteet

Advanced XSI Techniques,
Lighting, Simulation,
RealFlow

Robin Tremblay

CG Sup/Lead Matte Painter

Groupe Image Buzz (2007)

Organic Modeling
ZBrush

Steve Jubinville

Modeling Supervisor

Meduzarts Studio (2009)

<http://www.sjdigitalsculptor.com/>

Textures

Daniel Lupien, Texture Artist

Electronic Arts (2007)

Animation and Rigging

Gino Vincelli

Ed Hooks Workshop

Compositing

Gino Vincelli

Matte Painting

Jessy Veilleux

Creative Director, Matte Painter

Meduzarts Studio (2009)

<http://www.jessyv.com/>

Advanced XSI Techniques
PhotoRealism,
Match Moving

Francois Lord, VFX sup/Lead TD

Oblique Fx (2009)

<http://francoislord.com/>

History and Film Making

Benoit Melancon

Chloe Do

3D ANIMATOR / COMPOSITING / XSI GENERALIST
Available Now

CONTACT

www.chloeddo.com
email@chloeddo.com
(310) 625-7686

20336 Howard Court
Woodland Hills, 91364
CA

COWBOY SEQUENCE (team project)

Focus : concept, animation, compositing



Contributions: concept, character modeling, rig, animation, shading, camera and transitions, compositing
XSI 6.5, Fusion 5.2

NINJA SQUIRREL (solo project)

Focus : animation



Contributions : concept, animation, environment, lighting, render, compositing
*[rig and character model by Animation Mentor]
Maya 2008*

DEAD GUY SEQUENCE (solo project)

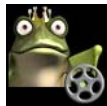
Focus : animation



Contributions: animation, environment, shading, lighting, render, compositing
*[rig and character model by David J. Hammer]
XSI 6.5, Fusion 5.2*

TOAD SEQUENCE (solo project)

Focus : XSI Generalist



Contributions : concept, modeling, textures, animation, rig, environment, lighting, simulations, passes and render, compositing
XSI 5.11, Photoshop CS2

BONUS : CAR SEQUENCE (team project)

Focus : integration, compositing



Contributions: integration, compositing, tracking, shading, texture, scene extension
XSI 6.5, PFTrack, Fusion 5.2, , Photoshop CS3

BONUS : BUILDINGS (team project)

Focus : matte painting



Contributions:
Central Building : clean geometry, unfold, texture
After integration of the other buildings (textures made by the team): matte painting, render, camera projection, compositing. *[modeling provided by a third party]
XSI 6.5, Fusion 5.2, Photoshop CS3*